EMPOWERING MARKETING AND SALES STRATEGIES
Gamification impact

- Acquire and convert more customers
- Increase brand engagement and product awareness
- Increase customer loyalty

Gamification is the use of game mechanics for non-game activities in order to influence people's behavior.
Introducing Gamibot: A customer loyalty and engagement platform for eCommerce

**Plug and Pay**
Setup, Configure, and Launch in 5 minutes

**Low cost**
A pay as you grow model enabling businesses to start at low cost and maximize their ROI

**Customizable**
Businesses can completely customize branding, look and feel, challenges, points, rewards, games, and all other feature from the dashboard

**Compatible**
Supporting all major ecommerce platforms such as Shopify, Magento, Salesforce, Tienda nube, Jumpseller and more. Also offering APIs and SDKs for custom integration
Incentivize users to complete your tasks in exchange for points!
Motivate users to complete more tasks by creating competition!

Leaderboard

Carly Mary
250 Points Earned
You are at the level 3, keep going!
you need 450 Points to Level 4

Heather Cotilla
9800 Puntos

Lolo 2000
9800 Puntos

Beth
9800 Puntos

Carly Mary
9800 Puntos

Mercedez Lopez
9800 Puntos

Maximiliano Reina
9800 Puntos
Keep users updated with a live feed

Heather Cotilla earned 150 point by sharing a post and reached level 2!

2 min ago
Recognize your users with badges and rewards!
Surveys, Quizzes, and Ratings

Collect data with gamified surveys and trivia.
Starbucks

ELIGE UNA OPCIÓN PARA ACCEDER A WIFI GRATIS

¡Únete y obtén estos beneficios!
Mira este video (máx. 30s)

¡Nuevo Cold Foam Cold Brew! Momentos con sabor a verano
Mira este video (máx. 30s)

¡Juega a coleccionar café y obtén beneficios!
¡Obtén 300 puntos y gana enítulo Starbucks!

Good morning Ramzi

Profile Inbox

REWARD PROGRESS

42/100
58% until gold level!

Rewards details

REWARDS

STORES

25 Store(s)
Nearby

1.4 km away from you

Explore

Pay $11.670

#1
### Gamification Effect on Customer LTV

Customer Lifetime Value (CLV) = Frequency * Basket size * Lifetime duration

<table>
<thead>
<tr>
<th>Without a Loyalty Program</th>
<th>With a Loyalty Program</th>
<th>38% increase in LTV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frequency</td>
<td>10% INCREASE</td>
<td></td>
</tr>
<tr>
<td>Basket Size</td>
<td>5% INCREASE</td>
<td></td>
</tr>
<tr>
<td>Lifetime duration</td>
<td>20% INCREASE</td>
<td></td>
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</tbody>
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